Protocol Documentation

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datamask.proto

FileUpReq

文件上传请求

Field	Type	Label	Description
name	string		用户名
mobile	int64		手机号
password	string		密码

HistoryResp

历史记录响应

Field	Type	Label	Description
history_number	int64		历史记录数量
other_message	string		其余信息

NormalReq

通用请求

NormalResp

通用响应

Field	Type	Label	Description
status_code	bool		状态码（0正常 其余均为异常状态）
other_message	string		其余信息

UserInitReq

注册请求

Field	Type	Label	Description
name	string		用户名
mobile	int64		手机号
password	string		密码

UserLogReq

用户登陆请求

Field	Type	Label	Description
name	string		用户名
mobile	int64		手机号
password	string		密码

DataMaskService

数据隐匿项目总服务

Method Name	Request Type	Response Type	Description
UserInit	UserInitReq	NormalResp	用户注册
UserLogin	UserLogReq	NormalResp	用户登陆
FileUp	FileUpReq	NormalResp	文件上传

Scalar Value Types

.proto Type	Notes	C++	Java	Python	Go	C#	PHP	Ruby
double		double	double	float	float64	double	float	Float
float		float	float	float	float32	float	float	Float
int32	Uses variable-length encoding. Inefficient for encoding negative numbers – if your field is likely to have negative values, use sint32 instead.	int32	int	int	int32	int	integer	Bignum or Fixnum (as required)
int64	Uses variable-length encoding. Inefficient for encoding negative numbers – if your field is likely to have negative values, use sint64 instead.	int64	long	int/long	int64	long	integer/string	Bignum
uint32	Uses variable-length encoding.	uint32	int	int/long	uint32	uint	integer	Bignum or Fixnum (as required)
uint64	Uses variable-length encoding.	uint64	long	int/long	uint64	ulong	integer/string	Bignum or Fixnum (as required)
sint32	Uses variable-length encoding. Signed int value. These more efficiently encode negative numbers than regular int32s.	int32	int	int	int32	int	integer	Bignum or Fixnum (as required)
sint64	Uses variable-length encoding. Signed int value. These more efficiently encode negative numbers than regular int64s.	int64	long	int/long	int64	long	integer/string	Bignum
fixed32	Always four bytes. More efficient than uint32 if values are often greater than 2^28.	uint32	int	int	uint32	uint	integer	Bignum or Fixnum (as required)
fixed64	Always eight bytes. More efficient than uint64 if values are often greater than 2^56.	uint64	long	int/long	uint64	ulong	integer/string	Bignum
sfixed32	Always four bytes.	int32	int	int	int32	int	integer	Bignum or Fixnum (as required)
sfixed64	Always eight bytes.	int64	long	int/long	int64	long	integer/string	Bignum

bool		bool	boolean	boolean	bool	bool	boolean	TrueClass/FalseClass
string	A string must always contain UTF-8 encoded or 7-bit ASCII text.	string	String	str/unicode	string	string	string	String (UTF-8)
bytes	May contain any arbitrary sequence of bytes.	string	ByteString	str	[]byte	ByteString	string	String (ASCII-8BIT)